Tom Clancy's

GHOST RECON

ADVANCED WARFIGHTER™

TEEN
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CONTENT RATED BY ESRB

UBISOFT®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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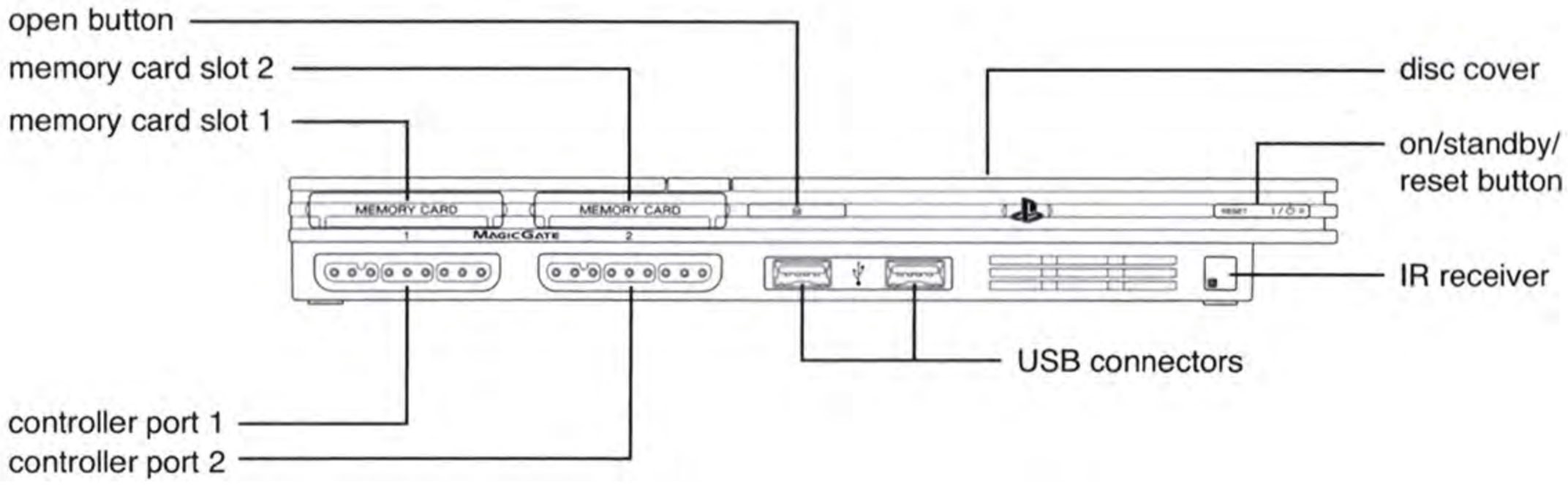
GETTING STARTED



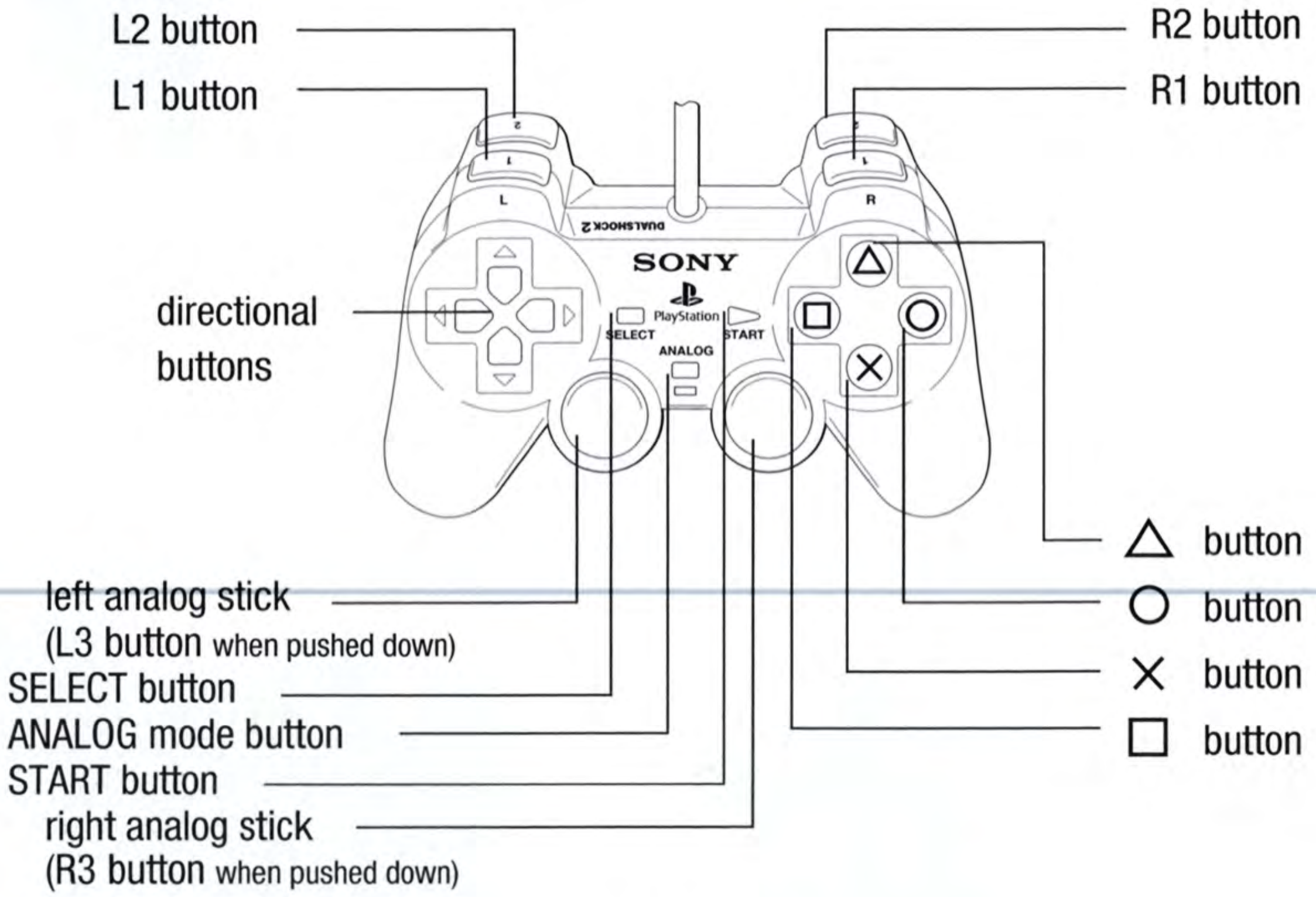
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the GHOST RECON ADVANCED WARFIGHTER disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the ⊗ button to select an option, go to the next screen, or change the current option.
- Within the submenu, press the △ button to return to the previous screen.

Gameplay Controls

These are the default player controls, which can be changed by choosing a different configuration in the Options menu.

left analog stick: . . . . . .Sprint/Hold breath (press); Move (hold)

right analog stick: . . . . . .Zoom (R3 button); Look around (hold)

⬆ directional button: . . . . . .Give commands

⬇ directional button: . . . . . .Regroup

⬅ directional button:	Select Cross-Com support unit
➡ directional button:	Select Cross-Com support unit
L1 button:	Crouch/Stand (press)
R1 button:	Fire
⊗ button:	Reload (press); Change fire rate (hold, choose with directional button)
○ button:	Quick switch (press); Inventory select (hold, choose with directional button)
□ button:	Vision mode
△ button:	Change ROE
SELECT button:	Tactical map
START button:	Pause game/Options menu

Move Character: The left analog stick controls your character's movement (forward, backward, sidestep left and right).

Look Around: The right analog stick allows you to look up and down, and turn left and right.

Game Controls

Zoom/Scope: Clicking the R3 button activates the current weapons scope mode (where available). Additional clicks of the right analog stick will cycle through the different zoom magnifications of the scope, finally returning to the first-person view. If at any time you wish to move out of the scope view without cycling through the different zooms, press and hold the right analog stick until you return to the first-person view.

Giving Commands: Pressing the ⬆ directional button will give context-sensitive orders to the unit currently selected in the Cross-Com window (default is your Alpha teammate). Which order you give depends on where the crosshair is placed. Orders you can give to your teammate are: Advance to position or cover, attack enemy, use a fixed gun, and attack vehicles.

Holding the ⬆ directional button will also give the teammate orders, but the teammate will wait for your Go! command. Once a

Go! command is requested, pressing the ⬆ directional button again will trigger the command. To cancel a Go! command, either give the teammate a new order or hold the ⬆ directional button. See the Teammate Commands section for more information.

When additional support units – such as tanks, helicopters, and artillery – are selected, pressing the ⬆ directional button gives context-sensitive orders in the same way as to a teammate; these orders include attack enemy and destroy enemy vehicle.

Regroup: Pressing the ⬇ directional button will order the Alpha teammate to regroup to your current position. This option is only available for your teammate.

Cross-Com Support: When a new support unit is available, a red box will flash next to the main Cross-Com window. Pressing the ⬅ and ➡ directional buttons will change the currently selected Cross-Com support unit. As new Cross-Com support units are selected, the name and status of each will be visible in the information box under the main Cross-Com window. There are four categories of Cross-Com support units: teammate support, Bravo team support, on-site support, and off-site support.

Stance: Pressing the L1 button will cycle Mitchell from standing to crouching.

Fire Weapon: Pressing the R1 button fires the currently selected weapon, based on the currently selected fire rate.

Change Rules of Engagement: Pressing the △ button will change the Rules of Engagement for the currently selected Cross-Com unit. RECON orders the unit to return fire only and move stealthily, whereas ASSAULT orders the unit to fire at will and move quickly. See the Teammate Tactics section for more information.

Vision Mode: Pressing the □ button will cycle through the different vision modes of your high-tech visor. These include heat vision, for daytime situations, and heat plus light amplification, for night operations.

Reload: Pressing the ⊗ button reloads your current weapon.

Fire Rate: Holding the ⊗ button displays the Fire Rate menu. Using the directional buttons, you can choose the fire rate for your currently selected weapon. Fire rate options are fully automatic fire, three-round burst fire, and single-shot firing. The options available depend on the modes available for the currently selected weapon.

Quick Switch: Pressing the ◉ button will cycle through your available weapons and equipment. If you wish to change directly to a specific piece of weapon or equipment then the Inventory Select function should be used.

Inventory Select: Holding the ◉ button will display the Inventory menu. Using the directional buttons, you can directly choose any of the weapons and equipment you are carrying.

Tactical Map: Pressing the SELECT button will display the full-screen tactical map. This screen displays a map of the environment and the position of known friendly and enemy units as well as objectives. Note that while within the tactical map screen the gameplay will not be paused.

Pause/Options: Pressing the START button during the game will display the Pause menu, where you can change game options.

DIRECTIONAL BUTTON MENUS

Inventory:

⬆ directional button: . . . . . .Select Primary Weapon
⬇ directional button: . . . . . .Select Secondary Equipment
⬅ directional button: . . . . . .Select Primary Equipment
➡ directional button: . . . . . .Select Secondary Weapon

Fire Rate:

⬆ directional button: . . . . . .Select Automatic Fire
⬇ directional button: . . . . . .Not Used
➡ directional button: . . . . . .Select Single-Shot Fire
⬅ directional button: . . . . . .Select Burst Fire

PROFILE MANAGEMENT

Your profile contains your gameplay history, a record of your statistics, your multiplayer rank, and the way you appear in multiplayer games. You can have multiple profiles, but only one can be active at a time. The active profile will record your advancement through the game as you play. All players must create at least one profile in order to play the game.

On the profile screen, the following options are available:

Creating a profile: Choosing Create Profile will display the profile naming screen. The first step is to name your profile. Use the left analog stick to select letters on the circular keyboard and press the ⊗ button to accept each character. Use the R1 and L1 buttons to switch between letter and number characters. When you are satisfied with your profile, release the left analog stick and the word "Accept" will appear in the center of the screen. Press the ⊗ button to accept the profile name.

Once the profile has been named, the appearance screen will be displayed. Use the left analog stick to choose your multiplayer appearance. This is how your character will be seen when playing multiplayer games. As you select different appearances, the highlighted character will be displayed in the window on the right-hand side of the screen. Once you are satisfied with the appearance you have selected, press the ⊗ button to accept your choice.

Selecting a profile: Once profiles have been created they will be selectable from the Profile menu. Use the left analog stick to highlight the profile you wish to use and press the ⊗ button to confirm and activate your selection.

Deleting Profiles: Select the profile you wish to delete from the Profile Selection menu and press the ▣ button.

GAME MODE SELECTION SCREEN

On the Game Mode Selection screen you will be presented with the following options:

Solo Campaign: Takes you to the Single-Player menu, where you can start and load a campaign, play a quick mission, or change your single-player options.

Multiplayer Online: Connects you to the Multiplayer menu, where you can play online matches against other players and change your multiplayer options.

Single-Player Menu

On the Main Menu screen the following options are available:

Campaign: Experience the full single-player campaign. Start a new game or load a previously saved game.

Quick Mission: Replay a single mission from the campaign.

Survival Mode: Eliminate as many enemies as you can before you are overwhelmed and killed.

Enemy Hunt Mode: Find and kill all the enemies in the environment as fast as you can.

Options: Change the options for in-game features.

Credits: View the game credits.

Campaign Menu

The single-player campaign is played against AI opponents. You control Captain Scott Mitchell, leader of the Ghost Recon team, throughout one large military campaign. You can save your progress during the campaign and return to play again later.

Quick Mission Menu

Once you have completed missions in Campaign mode, they will become available to replay from the Quick Mission menu. When you select Quick Mission, you will have the option to select a previously completed mission from the campaign. Highlight the mission you wish to start and press the ⊗ button to confirm.

Weapon Selection

When playing a quick mission, after selecting your difficulty you will have the option to choose which weaponry and equipment to take into battle. You will be provided with a default kit, but if you wish to change it, highlight the inventory slot you wish to change and press the ⊗ button. Once the inventory slot is selected, use the left analog stick to select your new piece of weaponry or equipment and press the ⊗ button when you are happy with your selection. Once you have finished selecting all the pieces of your kit press the ⊗ button to confirm and leave the menu.

Options Menu

The Options menu allows you to set various preferences for how Ghost Recon Advanced Warfighter will look and play. The available options are:

Setup: Allows you to change options that affect the control of the

game, including turning the vibration feature on/off, editing the sensitivity of looking around, and changing the control system for looking up and down. Use the directional button to edit your configuration and press the ⊗ button to confirm all of your selections.

Controller: Allows you to change the default controls. Use the directional button to choose your favorite configuration and press the ⊗ button to confirm. Press the △ button to cancel your selection and return to the previous menu.

Audio: Allows you to edit sound volume and headset voice audio.

Credits Menu

Select this option to view the credits for the development team behind the game. Press the ⊗ button to start the movie and press the △ button to cancel the movie and return to the Main Menu.

THE HEADS-UP DISPLAY (HUD)

Ghost Recon Advanced Warfighter is played through the eyes of your character, Captain Scott Mitchell. Once the game has started you will see the Heads-Up Display (HUD), which is integrated into your character's helmet. The HUD provides you with all the information you need about the game world.

1. **Reticle:** The icon in the center of the screen is known as the reticle; it indicates where your shots will be fired. The reticle also changes colors over interactive objects; it will turn green over friendly units and turn red over enemy troops and vehicles that your teammate or support can attack.
2. **Health/Stance:** The stance icon tells you whether you are currently standing or crouching, and the color represents your current state of health. Green is full health. The color will cycle through yellow, orange, and red as you take more damage.
3. **Stamina:** The stamina bar is located below the heartbeat monitor in the lower left corner of the HUD. Stamina is used when you sprint and hold your breath during sniping. As you use stamina the bar will expand and change color from green to red. Once the bar reaches the end of the window you will not be able to use any more stamina until you rest. To rest, simply do not use any more stamina.
4. **Cross-Com Window:** The Cross-Com window represents your communication link to all U.S. military support currently under your control. The Cross-Com window also displays the context-sensitive commands you can give to your support. When support orders are available they will appear above and below the Cross-Com window. Commands include Advance, Attack, Regroup, and Use Fixed Gun.
5. **Support Status:** Below the Cross-Com window, a smaller window displays the status of the currently selected support unit. This includes the support unit's name and additional information, such as health (colored square), current status, and ammunition where appropriate.
6. **Clock:** The clock displays the current game-world time and objective countdown timers, where necessary.
7. **Nar-Com Window:** The Nar-Com window displays incoming communications from support units not directly under your control, and mission updates from command. The Nar-Com window will appear in the top right-hand corner of the screen during communications and automatically disappears once the communication ends.
8. **Weapon Information:** The weapon information details the currently selected weapon, the number of magazines remaining, and the number of rounds in the current magazine.

PLAYING THE GAME

Basic Movement

By default the left analog stick controls your movement, while the right analog stick controls where you look. Pushing left and right on the left analog stick allows you to sidestep, while pushing left and right on the right analog stick allows you to rotate. The movement combination of the left and right analog sticks allows you to move and look almost anywhere simultaneously.

Stance

The speed at which you move depends on your stance. Upright stance has the fastest movement, allowing you to walk and sprint, but you present the largest target to the enemy. Moving while crouching is much slower, but you present a much smaller target and your aim is more accurate. You can toggle between upright and crouched using the L1 button.

Using Cover

Any object in the game environment that can block an enemy's attack can be used as cover. The larger the cover object, the better protection it provides. When using an object as cover, you can peek by holding the L1 button to enter peek mode. While in cover mode, you will be unable to move around the environment, but by pressing left and right on the left analog stick you can lean from side to side to peek and shoot from behind cover. Releasing the L1 button will automatically exit peek mode and return to the normal control system.

Shooting

To fire your weapon, press the R1 button. The damage system in Ghost Recon Advanced Warfighter is very realistic, and shooting enemies in different areas of their bodies will cause various degrees of damage. Impact to the head will kill an enemy with a single shot, whereas impact to the arms and legs will require multiple hits to take the enemy down.

Scope View

Each weapon in the game has a different set of attributes. Some weapons are equipped with telescopic sights, enabling you to zoom in on targets for accurate shooting. If your weapon is equipped with a scope, pressing the R3 button will cause the view to zoom in on the area you are currently aiming at. Continuing to press the R3 button will continue to zoom where available, eventually returning you to the normal view.

Rate of Fire

The rate at which your weapon fires will depend on the current fire rate setting, which may cause the gun to fire repeatedly if the R1 button is held. To change the fire rate, hold the ⊗ button and use the directional buttons to select one of the following:

Single Shot: One round fires per button press.

Burst Fire: Three rounds fire per button press.

Automatic Fire: As long as you hold the button down you will keep firing, until the magazine is empty.

Reload

Your weapon will automatically reload if you continue to shoot when you run out of rounds. Reloading takes time so be sure to carefully monitor your ammunition levels and reload when not in the middle of a firefight.

Changing Inventory

You will be supplied with two weapons and two pieces of equipment per level. You can switch between weapons quickly by pressing the ◉ button. To select any piece of inventory, hold the ◉ button and press the directional button in the direction of your choice.

Grenade

A grenade works in the same way as other weapons in the game. Select the grenade from your inventory and then aim with the right analog stick. Pressing the R1 button will throw the grenade at a preset power; use the angle of your aim to determine where the grenade will land.

Vision Modes

Pressing the ▣ button will activate the different high-tech visual filters integrated into your Special Forces helmet. The different visual modes can be used to detect enemies in bright and dark environments, or to detect enemies hiding behind cover. There are two different modes available:

- **Day View:** The day view filter highlights all objects producing heat as solid black figures. The heat signature can be seen through thin objects being used as cover.
- **Night View:** The night view increases the brightness of dark environments and displays all objects producing heat as solid white figures. This heat signature can also be seen through thin objects.

INTEGRATED WARFIGHTER SYSTEM

All members of the Ghost Recon team are equipped with the Integrated Warfighter System (IWS), the very latest in military technology. This high-tech system provides all units in the battlefield with constant situational awareness updates, including reconnaissance, enemy positioning objectives, and status of friendly forces. The IWS will help you detect, monitor, and eliminate enemy forces, and it provides you with all the information you need to form attack strategies. The IWS contains the following core elements:

Intels: Colored symbols seen on the HUD are known as Intels. These symbols are automatically attached to important objects in the game world to inform you of their function and position.

Green diamonds are attached to friendly forces. Red diamonds are attached to enemy forces.

In blue, this symbol displays the current objective whose position you must reach. In red, it shows the position of a current objective that needs to be destroyed.

This symbol marks an optional objective's location.

Intel Information: Holding your reticle on any Intel for a short period will display an information box with details of the object's name and distance in meters from your current position.

Reconnaissance: The Intels of all friendly units are displayed at all times to ensure you are aware of their position. Enemy Intels are not displayed until spotted. Placing your reticle over an enemy target will automatically request a military satellite to track the object and provide you with its constant position, creating an Intel. Once an Intel has been created it cannot escape and can even be seen through walls. All IWSs are connected, so other friendly units (including your teammate) will also spot targets for you. Reconnaissance is very important, as attack orders can only be given against Intels; so you need to spot enemies before you can ask your support to eliminate them.

TEAMMATE COMMANDS

Working as a team is vital in Ghost Recon Advanced Warfighter. It's the only way you will complete your objectives and stay alive. As Ghost Leader, you are able to give your teammate various commands in order to create different strategies to achieve your goals. Your reticle will change color to display interactive teammate objects, each one providing your teammate with a specific command. The commands available to you are:

Advance/Use Cover: When your reticle is over the ground or on a cover object pressing the ⬆ directional button will send your teammate to this position or cover. He will advance according to the current Rules of Engagement (ROE).

Attack: Placing your reticle over an enemy Intel will cause it to turn red. A red reticle indicates that your currently selected support unit can attack this object. While controlling a support unit, place the reticle over an enemy Intel and then press the ⬆ directional button to order your support unit to attack the enemy.

Regroup: You can order your teammate to regroup to your position at any time by pressing the ⬇ directional button. The teammate will immediately return to you following the current ROE. Your teammate will always follow you once he has returned to your position.

Change ROE: The rules of engagement are very important, as they set the conditions under which your teammate and all support forces will interact with the enemy. Press the △ button to toggle the ROE between Recon and Assault modes. See the Teammate Tactics section of this manual for more information regarding the ROE. The basic rules of ROE commands are:

- **Recon:** Return fire only.
- **Assault:** Fire at will.

Using Fixed Gun: Placing the reticle over a fixed gun will cause the reticle to turn green. Pressing the ⬆ directional button will order your teammate to use the fixed gun.

Go! Commands: All teammate commands can be requested to happen immediately, but they can also be requested to trigger on Go! commands. To request your teammate to perform any order on a Go! command, simply place your reticle over the object (e.g., an enemy target) and then hold the ⬆ directional button. Your Alpha teammate will confirm the Go! command and wait for you to issue the Go! To trigger the Go! command, press the ⬆ directional button. To cancel the Go! command, give your teammate a new order or hold the ⬆ directional button again.

Go! Command Example

- Place your reticle over a cover object and press the ⬆ directional button. Your teammate will now go to cover.
- Place your reticle over an enemy target and press and hold the ⬆ directional button. Your teammate will now stay at the cover until you give him a Go! command.
- The word "waiting" will be displayed in the teammate status box.
- Press the ⬆ directional button again to trigger the Go! and ask your teammate to attack.

- Your teammate will now attack the target.

You can use the Go! commands to create simultaneous advances and attacks between you and your teammate to surprise the enemy or kill large groups quickly.

TEAMMATE TACTICS

In order to complete your missions, you will need to command and coordinate your movements with your teammate's. The command system allows you to create many tactical combinations, giving you total and accurate control over the movement and actions of your teammate. Each action is simple in itself but when combined with other actions can create many different strategies.

Basic Teammate Tactics

Rules of Engagement

The rules of engagement control how your teammate interacts with the environment and enemies. There are two different ROE settings, which cause your teammate to act very differently:

- **Recon:** This setting instructs your teammate to follow your orders while being as careful as possible, moving slowly through the environment and using cover for protection. It also instructs the teammate to fire at enemies only if they fire at him first. This mode should be used if you want to remain undetected and wish to move carefully through the environment.
- **Assault:** This setting instructs your teammate to follow your orders but to move as fast as possible and perform each command directly. The teammate will not use cover and will attack any enemy on sight. This mode should be used for direct attacks and for situations where remaining undetected is not required.

To toggle the ROE, press the △ button.

Spotting Enemies

Your teammate is constantly checking the battlefield for enemies. If you advance him to cover in ROE Recon mode, he will check for enemies and report the status of the area. Any enemies your teammate spots will provide you with Intels on their position. In Assault mode, if he spots any enemies he will attack them immediately. Use your teammate to scout ahead and check the environment.

Using Cover

Once you advance your teammate to cover, he will stay there until he receives another order. He will peek and check constantly for enemy activity and, if in a firefight, he will use the cover for protection.

Covering Areas

If you wish your teammate to protect an area, simply send him to a cover and switch the ROE mode to Assault. If any enemies approach this area, your teammate will instantly eliminate them.

Attacking Enemies

Once enemies are alerted they become very dangerous, as they will warn other members of their squads of your location and request reinforcements, so attack orders are critical. Giving your teammate an attack order causes him to perform different actions depending on whether he can see the target clearly. If your teammate can see the target clearly he will aim and kill the target. If your teammate cannot see the target he will move through the environment following the rules of his ROE setting and kill the enemy as soon as he can make a clear shot.

Attacking on Go!

Any command can be given as a Go! order. Attacking on a Go! is very powerful, as it enables you and your teammate to attack together to kill multiple enemies at the same time, and/or from different directions.

Using Grenades

Your teammate will use grenades to attack enemies in elevated positions, using fixed guns and vehicles. Your teammate will automatically decide when it is best to use grenades.

Healing Your Teammate

Your teammate can heal his injuries (as can you) at supply points. When you interact with a supply point your and your teammate's health and ammunition will be restored.

Advanced Tactics

Suppressing Fire

You can suppress enemies by shooting at the cover they are hiding behind. The more bullets that hit their cover the less they will move. For more complicated maneuvers, advance your teammate to cover and ask him to attack the enemy on a Go! Then suppress the enemy to prevent him from shooting at your teammate as he attacks.

Flanking

The environments of Ghost Recon Advanced Warfighter are very open and there are always many routes to flank your enemy. Elevated positions also give the best view of the battlefield and allow you to order your teammate to cover positions and surprise enemies.

Surprise Attacks

Shooting enemies from behind is far more lethal than shooting them from the front. Ordering your teammate to attack enemies that have not been alerted allows him to accurately aim and kill targets in single shots. Use surprise tactics to kill your enemies before they have time to attack you or request backup.

Elevated Positions

Use ladders to reach rooftops and attack enemies from elevated positions. Use rooftops as command posts and control your teammate from a position of protection.

DYNAMIC PLAYER ACTIONS

In addition to giving your teammate commands, you can interact with certain areas of the environment. When you are standing next to an area you can interact with, a blue icon will appear at the center of the bottom of the screen. Pressing the L1 button will allow you to perform the following actions:

Climb Ladders: Climb ladders to reach rooftops and enjoy elevated views of the battlefield.

Use Fixed Guns: Use these high-powered, fast-firing weapons to pin down enemies and kill large groups of troops.

Planting Bombs: Plant bombs to destroy roadblocks and destroy enemy vehicles.

Heal and Resupply: Replenish both health and ammunition.

Save Game: Save your current game position and stats to the memory card (8MB)(for PlayStation®2).

THE CROSS-COM SYSTEM

The heart of your communications system is called the Cross-Com and is represented by the window in the top left-hand corner of your HUD. The central window of the Cross-Com shows the current view from the support unit under your control of the area immediately around your position. When new support becomes available, a red rectangle will flash next to the main Cross-Com window. Pressing the ⬅ or ➡ directional button changes the currently selected support unit and moves it to the main Cross-Com window. You can only control and give commands to the unit currently selected in the Cross-Com window. Each type of support has different commands available, but they all use the same system as the teammate. Red-colored reticles indicate enemies and pressing the ⬆ directional button is always used to give commands to the selected unit.

USING SUPPORT

Support Status

Below the Cross-Com window is a smaller window that displays the status of the currently selected support unit. This box contains the name of the current support unit, its current health, and what ammunition remains (if applicable).

Controlling Support

The Integrated Warfighter System connects all communications of U.S. military units and allows them to work together and share information. In Ghost Recon Advanced Warfighter, you will command and control many different types of support. The support available for you to use will depend on the current situation and what headquarters can provide for you. All support units will introduce themselves in the Nar-Com window (top right of the HUD) and then will move over to the Cross-Com system once they are available for you to control. The support units available to control through the game include:

Teammate: Your Alpha teammate, who follows your every order. Please read the Teammate Commands section of this manual for more information.

Bravo Team: The two additional members of your Ghost squad, who have their own mission objectives linked to your common mission. Bravo teammates have the same ROE modes as your teammate and can be given Go! commands in special situations.

Charlie Team: A special Ghost Recon sniper team that can be given enemy Intels as sniper targets.

Ground Support: All ground support units have ROE modes similar to your teammate. Recon mode instructs vehicles to return fire only, whereas Assault mode instructs the unit to fire at will. Ground support units are:

- **APC:** Armored Personnel Carriers will transport your team between missions. They cannot be given direct orders.
- **M1A2 Tank:** M1A2 tanks provide great firepower and can easily destroy enemy vehicles and troops. Friendly tanks can be given enemy targets.
- **M-55 Artillery:** This very powerful off-site support can be given enemy targets and will fire explosive shells to destroy all units within the area. Artillery has only limited ammunition, which is displayed in the support status box below the Cross-Com window.

Air Support: Air support units include a wide variety of vehicles with very different functions. Air support within the game are:

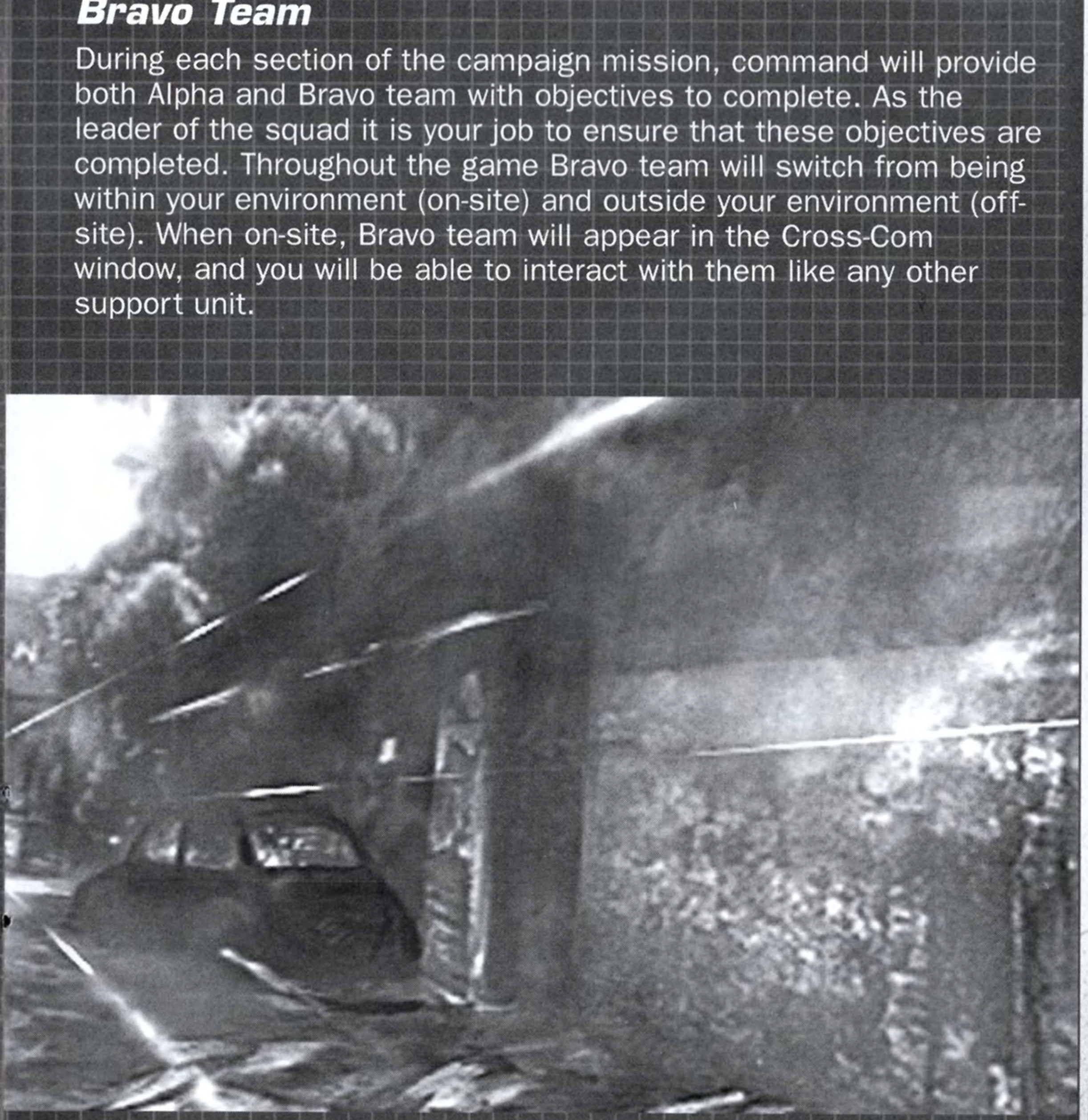
- **UH-60 Blackhawk:** This transport helicopter will transport your Ghost Recon team between missions and objectives. Blackhawks cannot be given direct orders.
- **AH-64 Apache:** This flying fortress acts and functions just like a tank. It can be give ROE mode change commands and enemy targets.
- **F15 Fighter:** This unit provides airstrike support against the toughest of enemy targets. It cannot be given direct commands, except to attack predetermined targets set by command headquarters.
- **UAV Gyro:** This small Unmanned Aerial Vehicle will fly around the environment, using its thermal imaging filters to spot enemies and update your system. It cannot be given direct commands but can be launched to search the immediate area.

WORKING AS A TEAM

The Ghost Recon team consists of three main units: Alpha team comprises you – the leader – and your teammate. Bravo team comprises the two other key members of your squad, who you must work closely with to achieve your goals. Finally, Charlie team provides a sniper support function. All members of the Ghost squad will remain in regular contact with you to keep you informed of their position and situation. Working as a team is a very important element of the game. Throughout the campaign you will interact very closely with Bravo team as you work together to complete your objectives.

Bravo Team

During each section of the campaign mission, command will provide both Alpha and Bravo team with objectives to complete. As the leader of the squad it is your job to ensure that these objectives are completed. Throughout the game Bravo team will switch from being within your environment (on-site) and outside your environment (off-site). When on-site, Bravo team will appear in the Cross-Com window, and you will be able to interact with them like any other support unit.



Controlling Bravo

In certain situations, Bravo team will ask you to tell them when it is safe to "Go!." Pressing the ⬆ directional button when in control of Bravo will trigger the Go! command.

Assisting Bravo

Throughout the campaign Bravo team may request Alpha team's assistance if they find themselves in extreme circumstances. When these situations arise it is your decision as the leader of the squad to decide whether to help Bravo team or not. There will be consequences to your actions, so think carefully and act fast.

Bravo Options

During the campaign, Bravo team may contact you to inform you of new intelligence that they have received in the field. They may detect new targets or ask your permission to leave their primary objective to assist you. As leader of the squad, you will have to decide whether to keep Bravo on mission or to allow them to change their objective. When these situations arise, press the ⬆ directional button to approve Bravo teams request. If you wish Bravo team to remain on their main objective, do not press the ⬆ directional button and they will continue as originally planned.

PAUSE MENU

Pressing start during the game will freeze the game and display the Pause menu. From this menu the following options are available:

- **Resume Game:** Exit the Pause menu and continue to play.
- **Load Progress:** Quit your current game and load a saved position from a previous part of the campaign.
- **Restart Mission:** Quit your current game and start the current mission again from the beginning.
- **Options:** Edit the options for the game.
- **Quit Game:** Quit game and return to the Main Menu.
- **Combat Stats:** Read your gameplay statistics.

MULTIPLAYER

Playing Online

A Network Adaptor (Ethernet/modem) (for PlayStation®2) is required to play online. Install the Network Adaptor (for PlayStation®2) into your console according to the instructions in its instruction manual. A memory card (8MB) (for PlayStation®2) with a valid Your Network Configuration file is required to play online.

Setting Up For Online Play

Install the Network Adaptor (for PlayStation®2) in your console according to the instructions in its Instruction Manual.

Caution: Unplug your PlayStation®2 console's AC power cord before adding any networking equipment to the system.

Ports 3658 and numbers 10070 to 10080 are used (in UDP protocol) by the game. Ports number 40000 to 42999 and 6668 are used (in TCP protocol) for connection to ubi.com™. Ports 41006, 4400 and numbers 45000 to 45001 are used (in UDP protocol) for connection to ubi.com. So, if you have a firewall, you must open these ports. If you use a router with a single IP address, you must route these ports to your PlayStation®2 console.

Troubleshooting

If a connection to the network cannot be established:

- The AC power cord for the PlayStation®2 console is not fully inserted into the AC IN connector. Check that the AC power cord is fully inserted into the AC IN connector.
- The Network Adaptor (Ethernet/modem)(for PlayStation®2) is not properly installed in the PlayStation®2 console. Check that the Network Adaptor (Ethernet/modem)(for PlayStation®2) is properly installed.
- The network is busy. Wait a few minutes, and try to access the network again.
- Check that the network cable is properly connected.

Game Modes

Ghost Recon Advanced Warfighter offers three different online game modes. In all modes, two teams are pitted against each other.

Team Survival

This is a deathmatch-style game. The last team with members alive wins. If time runs out with members from both teams still on the map, the game ends in a draw.

Assault

One team attacks while the other defends itself. Several defensive lines structured around one or several defensive positions divide the battlefield. The attacking team must progress through the defensive lines by capturing defensive positions. Once a defensive position has fallen, the defending team cannot recapture it and must retreat to defend the next defensive line. Once the attacking team has captured all the defensive lines, it can win by capturing the defending team's base. The defending team wins if it can stave off the assault for the set duration of the game.

Supremacy

Two teams fight to gain ultimate supremacy on the battlefield. Each team must attack to advance and win, while at the same time defending its positions. The battlefield contains several defensive positions linked by a computer network. Each team must find a way from its base to the other team's base via connected defensive positions. A defensive position may only be taken by a team if it is open; in other words, if it can be linked to its own base. To take it, a team member must hack its computer. Each team must defend its defensive positions that are open to attack by the other team. A team wins if it completes a link across the battlefield, from its base to the opponent's base. If the time expires before either team has gained supremacy, the game will end in a draw.

Integrated Warfighter System

In the online game all troops are equipped with the Integrated Warfighter System. This high-tech surveillance and tracking system allows soldiers on the battlefield to transmit information of enemy positions to other members of their squad. Once located, enemies are "painted" and tracked with a red diamond symbol known as an "Intel." During the online game if you should spot an enemy and place your reticle on him, he will automatically be tracked and his Intel and position will be continuously transmitted to the rest of your squad.

Multiplayer Game Menus

Lobby Menu

In the lobbies you will provided with the following options:

- **Join Game:** Find a game with an available spot that you can join quickly.
- **Search Game:** Find games that meet certain criteria.

- **Player List:** Access the list of all the players registered in your lobby.
- **Set Up:** (only available for the first client) Allow the client to change the maps, the mods, and switch off or on the "helpers."
- **Players:** Access the list of all the players registered in your lobby.
- **Launch:** This will force launch and start the game regardless of whether the other players are ready (only the first client can use this button).

Start Menu

You can access this menu by pressing the START button at any time during the game.

- **Options:** Edit the settings related to your profile.
- **Controls:** Adjust the controls for the game.
- **Sound:** Configure the game's sound settings.
- **Input:** Controller vibration, sensitivity, and invert look.
- **Quit:** Return to the Lobby menu.
- **Resume:** Return to the game.

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Tom Clancy's Ghost Recon Advanced Warfighter™

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